FROM
BELOW

This game was created for your Nintendo Entertainment System by a dedicated group of programmers, artists, and musicians. We poured our hearts into making the best looking, the best sounding and the best feeling puzzle game on the platform! We hope you enjoy playing it as much as we loved making it.

– The "From Below" Team

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Thank you for selecting the Nintendo Entertainment System® *From Below* Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future resale value... er um... future *reference*.

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SETTINGS

LEVEL

The level at which you will start the game. Hold A when pressing START to skip an additional 10 levels. Rumor has it, there is a way to start at level 29!

MODE

Choose from 1 of 3 modes. See page 6 for details on each mode.

MUSIC/SOUND

Enable or Disable Music and Sound Effects respectively.

H.DROP

Choose from 3 styles of "Hard Drop" controls.

HI-SCORE

Your highscore for the currently selected mode.

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GAME MODES

TIMED

Every 10 seconds the Kraken attacks, pushing garbage blocks onto the screen. The garbage can be cleared like normal blocks.

FIXED

This mode plays similar to "timed" but the Kraken attacks every time a block lands. Make every move count!

CLASSIC

The traditional block dropping gameplay you know and love. The Kraken is sleeping, so it won't cause you any trouble. No gimmicks. Just skill.

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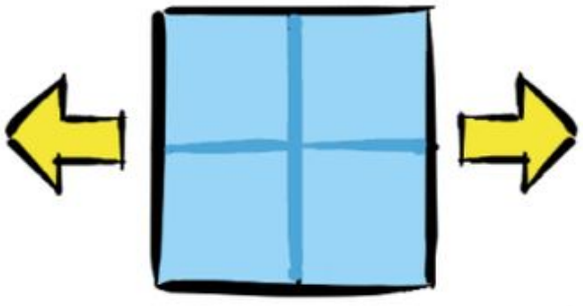
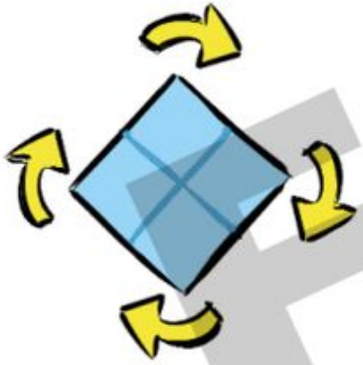
CONTROLS



MOVE PIECE



ROTATE PIECE

SOFT DROP

TRIGGER ATTACK

HARD DROP

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HOW IT'S MADE

From Below was created over a 4 month period in 2020, and is the first NES game by developer Matt Hughson. It is written in C, and is roughly 3000 lines of code.

This game is an NROM game, meaning is has no "additional" memory on the cartridge. There is just 40 kilobytes total! 32kb of that is for code/data, and just 8kb for graphics.

Despite the limited memory, there are some great NROM NES games that push the format to its limits:

- Excitebike ..... [1984]
- Super Mario Bros ..... [1985]
- Nebs 'n Debs ..... [2018]
- Micro Mages ..... [2019]

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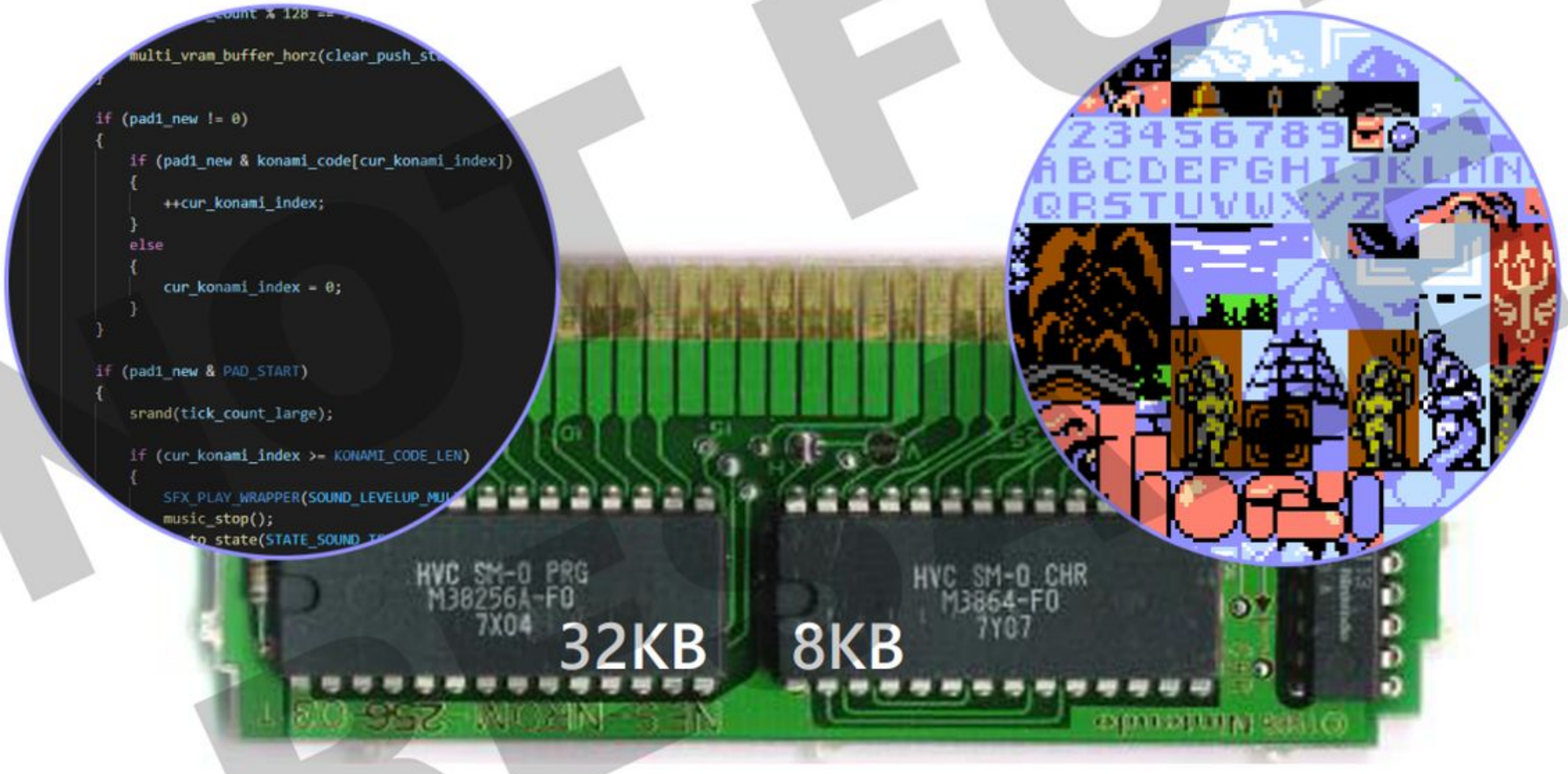

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SPECIAL THANKS

Without these people, this game would not be what it is today. If you are on this list, you have done something significant to help make this dream a reality. Thank you so much!

801 pel
AgentBasey
Benjamin Larsson
Benjy
Broke Studio
cppchriscpp
doge
drexegar
EricICX
Fiskbit
Inifinite NES Lives
jekuthiel
M_Tee
Memblers
Muunas
nes_doug
PMYA
Shiru
Sole Goose Productions
Tepples
The Assembly Line Podcast
TheMetalBeast

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CREDITS

Created By
Matt Hughson

Music and Sound FX
Tuï

Art
Haller Zoltán

Box Art and Manual
Jayson Payne

For my girls: Abigail, Eliana and Elsa.

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